

THE OFFICIAL

STAR TREK[®]

FACT FILES 102



The Romulan Military
Their weapons and warships

Christine Chapel's Career
Loyal assistant to Dr. McCoy

William Riker: Strategist
Practice makes a perfect fighter

Regeneration Chambers
The Borg take time out to recharge

Profile on Rain Robinson
Helping out friends from the future



STARFLEET RUNABOUTS: Interior Plan
Upgrades and changes to these versatile craft

ISSN 1364-3983



9 771364 398010



THE OFFICIAL STAR TREK® FACT FILES



CONTENTS: PART 102

The Guide to the STAR TREK Galaxy

The ROMULAN Military
The KOHN-MA
The T'LANI & the KELLERUN

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701-D:
Technical Briefing Part 2: Upgrades and Refits
DANUBE-Class RUNABOUT: Interior

Non-FEDERATION Starships

BORG Regeneration Chambers

Personnel Files

CHRISTINE CHAPEL: STARFLEET Career
WILLIAM RIKER: Strategist
RAIN ROBINSON

Equipment & Technology

JANEWAY & CHAKOTAY's Stasis Chambers

Starship Log

STAR TREK: THE NEXT GENERATION – 'Journey's End'
STAR TREK: DEEP SPACE NINE – 'Rivals'/'The Alternate'

A-Z Access Point

Your continuing alphabetical reference source

COMING NEXT WEEK:



The Guide to the Star Trek Galaxy

CARDASSIAN Prison Camps
The MALCORIANS
The KTARIANS

FEDERATION STARFLEET

The TIMESHIP AEON

Non-FEDERATION Starships

TARELLIAN PLAGUE VESSEL: Interior

Personnel Files

CAPTAIN PICARD's Hobbies
Amelia Earhart
ADMIRAL ROSS
SYBOK

EQUIPMENT & TECHNOLOGY

AGONIZERS & AGONY BOOTHS

Starship Log

STAR TREK: The Original Series –
'Requiem for Methuselah'/'The Savage Curtain'
STAR TREK: VOYAGER –
'Random Thoughts'/'Concerning Flight'

A-Z Access Point

Your continuing alphabetical reference source

TM, ® & © 1998 Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Fabbri Publishing Ltd. authorized user.

Published by GE FABBRI Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

This publication may not be reproduced in whole or in part by any means without the prior permission of Paramount Pictures. All rights reserved. This publication may not be lent, resold, hired out or otherwise disposed of by way of trade at more than the recommended selling price shown on the cover, or in a mutilated condition.

ALL PHOTOGRAPHS © PARAMOUNT PICTURES

Additional photographs supplied with the co-operation of CIC VIDEO

Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach, and the Art Departments for the current STAR TREK series

Creative Director: Stan Morse
Managing Editor: Trisha Palmer
Art Director: Rob Garrard
Editor: Jennifer Cole
Design: Martin Ritchie, Danny Baldwin
Art Coordinator: Emily Mitchell-Heggs
Assistant Editors: Emma Tennant, Marcus Riley, Andrew Littlefield
Associate Editor: Ben Robinson
Authors: Jennifer Cole, Amanda Conti, Kathe Conti, Peri Doslu, Chris Dows, Jonathan Freund, Peter Griffiths, Sandra Hutchinson, Andrew Littlefield, Beth Slick
Artists: Rob Garrard, Peter Harper, Ian Fullwood, Stuart Wagland, Adam Willis
Colour reproduction by Bright Arts Graphics (S) Pte Ltd
Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PFB Ltd
Trade distribution by DDL (Tel. 0171-221 8855)
PHOTO EDITOR, LOS ANGELES: Larry Nemecek
ART EDITOR, LOS ANGELES: Guy Vardaman
RESEARCH COORDINATOR, LOS ANGELES: Penny Smartt-Juday
CONSULTANT EDITOR: Tim Gaskill

CUSTOMER SERVICES

UK AND EIRE

COLLECTING YOUR MAGAZINES

WEEKLY FROM YOUR NEWSAGENT Your local newsagent will be happy to take your regular weekly order for *The STAR TREK Fact Files*, so don't miss out – place an order today.

SUBSCRIPTIONS For information on how to take out a subscription, ring our Customer Services on 01424 758 303 or write to the address below.

BACK NUMBERS Missing a copy? To ensure that your collection is complete, use our back numbers service. Each issue will cost £1.99. **POSTAGE IS FREE.** (For issues with a free binder, please add £1.00 to cover postage and packing.)
HOW TO ORDER Orders should be sent to:
The STAR TREK Fact Files
Woodgate (Fabbri) Ltd, PO Box 1, Hastings TN35 4TJ

Please make your cheques/postal orders payable to Woodgate (Fabbri) Ltd.

Credit card orders can be given by phone on 01424 758 303.

CUSTOMER QUERIES If you have any queries regarding your collection, please telephone us on 01424 758 303

OVERSEAS MARKETS

BACK NUMBERS If you require any back issues, ask your local newsagent or write to these addresses:

Australia: *The STAR TREK Fact Files*, Gordon & Gotch Ltd, PO Box 290, Burwood, VIC 3125 (Please enclose payment of the cover price plus A\$1 per pack p & h). Tel: (03) 9805 1700.

New Zealand: Netlink Distribution Company, Private Bag 92-514 Wellesly Street, Auckland.

South Africa: *The STAR TREK Fact Files* Back Numbers Department, Republican News Agency, PO Box 16034, Doornfontein 2028. Please add 2 Rand per pack p & h. Tel: (011) 477 7391.

Malta: Back numbers are available through your local newsagent.



THE ROMULAN
STAR EMPIRE

The Guide to the STAR TREK Galaxy

FILE 12 CARD 8



THE ROMULAN
STAR EMPIRE

THE ROMULAN MILITARY

Romulan military tactics revolve around stealth and subterfuge, rather than direct confrontation. For more than two centuries, the Romulans have fought cold wars with enemies such as the Federation.

The very origins of the **Romulan** race lie in a refusal to embrace peace, so it is hardly surprising that the military plays an important part in Romulan culture. Most Romulan ships seem to be on military missions, and most races with whom the Romulans come into contact are attacked, rather than approached as allies.

Evenly matched

Luckily for **Starfleet** and the **Federation**, the Romulans seem to have achieved comparable, but not superior, levels of technology. When the two races first meet, during the mid-22nd century, they both fight with nuclear weapons, and neither have visual ship-to-ship

communications. All negotiations that take place during the war, and the peace treaty that is established after it, are conducted using radio transmissions only.

A **Neutral Zone** established between Federation and Romulan space keeps the peace for a century. When hostilities

resume, new technology enables these old enemies to finally meet face to face.

In the 2260's, the Romulans are still using **Bird-of-Prey** ships. These vessels are no longer powered by nuclear fission, but they still carry some nuclear weaponry on board, as well as a plasma device thought to be more



▲ Wide shoulder pads and metallic, bandoleer-like sashes augment the 2360's Romulan military uniform of a gray tunic and trousers, and black boots.

◀ In 2364, Commander Tebok and Subcommander Thei become the first Romulans to have contact with Starfleet officers in more than half a century.

DEVIOUS TACTICS

Incursions

In 2266, a **Romulan Bird-of-Prey** moves into the **Neutral Zone**, an area of space established six years previously by a treaty that ended the Federation/Romulan war. The Romulans intend to test the resolve

and defenses of their former enemies. A similar **Neutral Zone** foray is made in 2364, when Commander Tebok ends a period of Romulan isolation begun after the **Tomed Incident**, in 2311; Captain Jean-Luc Picard

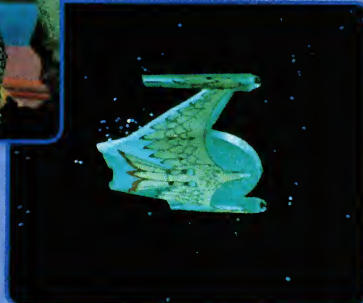
suspects that the Romulans wish to learn about the capabilities of modern Federation starships. Both incursions illustrate how the Romulan military uses devious tactics to avoid direct conflict.



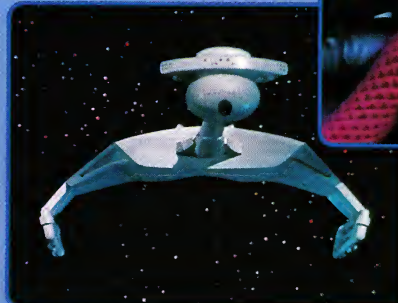
During the 2260s, the Romulan command structure includes an older, more experienced centurion, who appears to advise the younger commander.



The high power levels required to sustain a cloaking device means that Romulan vessels cannot activate the cloak and fire their weapons at the same time.



When the Romulans exchange cloaking technology for Klingon vessels, they redesign the ships' interiors to their own specifications and decorative tastes.



There seems to be no difference in the role of the sexes within the Romulan military. Male and female officers serve at all levels.





The Guide to the STAR TREK Galaxy

FILE 12

CARD 8



THE ROMULAN
STAR EMPIRE

THE ROMULAN MILITARY

THE ROMULAN
STAR EMPIRE

During the late 24th century, the imposing **D'DERIDEX-class ROMULAN WARBIRD** is the largest of several ships in use by the military.

Romulans favor a small, handheld disruptor pistol for general issue. A single blast can kill most humanoid species.

deflector shields. The development of a cloaking device may be an important step in the Romulans' move toward using stealth and subterfuge, rather than outright violence, as a tactic. For example, the Neutral Zone incursion of 2266 appears to have been a subtle attempt to learn the Federation's military capabilities by provoking a Starfleet ship into a fight.

Cold war

Over the following century, Romulan and Federation technology appears to move on at a similar pace. A brief alliance with the **Klingons**, in which ships are exchanged for cloaking technology, brings the Romulan fleet up to standards comparable to Starfleet vessels, and skirmishes over the next few decades indicate that the two organizations are evenly matched.

The military structure

aboard Romulan ships is relatively simple. A commander is in charge of the ship's crew, assisted by a subcommander. A centurion – an older and more experienced officer – may also serve on board. His exact role is unclear, and the rank seems to fall from favor in later years.

By the 2360's, the main type of vessel used by the Romulan military is a **D'deridex-class Romulan Warbird**. These ships have high warp speed capabilities, and are powered by an artificial quantum singularity, and equipped with disruptor cannons.

It also seems that, by this period, the Romulan secret service – the **Tal Shiar** – play a much more open role in strategic operations, and agents often serve alongside the military. In some cases, a Tal Shiar officer may take over the mission from a military commander.



Romulan soldiers can be issued with larger, two-handed disruptor rifles for situations in which greater firepower is required.



ROMULAN FACTS



In 2371, the **Tal Shiar** joins forces with the **Cardassian Obsidian Order** to launch a strike against the **Dominion Founders**. A shapeshifter, posing as Romulan **Colonel Lovok**, undermines this covert operation.



The Romulans give Starfleet a single cloaking device in exchange for intelligence on the **Dominion**.

CLOAKED

Hidden from view

Under the terms of the **Treaty of Algeron**, signed after the **Tombed Incident** of 2311, the Federation relinquished the right to develop or deploy their own cloaking device. This high-minded decision often

costs Starfleet a great deal in terms of tactical advantage against Romulan and Klingon vessels. The Romulans have relied heavily on cloaking technology since first developing it in the 23rd century; their

taste for secrecy and subterfuge is well suited to the invisibility a cloaking device bestows. Attempts to neutralize the threat of cloaking devices have so far been only sporadically effective.

In 2357, then-Captain **Erik Pressman** attempted to emulate the Romulan's cloaking device on his ship the **U.S.S. PEGASUS**, with disastrous results.



In 2368, the Romulans try to upgrade their cloaking devices with the aid of an interphase generator. Their prototype temporarily renders **La Forge** and **Ro Laren** invisible.



The wily Romulans hope to eventually develop technology that will allow cloaked matter to pass through solid objects. The **Klingons** once engaged in similar research.



Sirol, a Romulan commander, claims to be studying gaseous anomalies. In reality, he is trying to locate the remains of the **PEGASUS**, as is the **U.S.S. ENTERPRISE**.



THE
BAJORANS

The Guide to the STAR TREK Galaxy

FILE 10

CARD 6B

THE KOHN-MA



THE
BAJORANS

The Kohn-Ma are a Bajoran terrorist cell who oppose the Federation's presence on *Deep Space Nine*. They resort to theft and murder to achieve their dream of a Bajor free from outside influence.

After the brutal Cardassians leave Bajor, many former Bajoran freedom fighters turn their energies toward rebuilding and adapting to the new order.

But this is not the case for the **Kohn-Ma**, a splinter group of the resistance movement who believe the goals they fought for have yet to be accomplished. The Kohn-Ma continue to punish the Cardassians for crimes against Bajor, and also oppose the **Federation's** presence on their

homeworld. They deny the legitimacy of the current **provisional government**, and adopt the slogan "Bajor for the Bajorans."

It is not known how many Bajorans are active members of the Kohn-Ma, but it is clear the terrorists have extensive financial support. They are able to produce a payment of 13 kilograms of **gold-pressed latinum** when needed. They have the use of **Bajoran Scout Ships**, and access to classified information. For instance, they are able to obtain data on the

exact duty assignments of **Major Kira Nerys**.

The Kohn-Ma are also willing to trade with renegade **Klingons**, including the **Duras** sisters **Lursa** and **B'Etor**, if this will obtain for them compounds such as **bilitrium**.

Torturing terrorists

The Cardassians' view of the Kohn-Ma is straightforward: the 'freedom fighters' are criminals, deserving of the death penalty for terrorist acts committed after the Cardassians left



▲ **Kohn-Ma leader Tahna Los fought alongside Kira Nerys during the Cardassian occupation of Bajor, but he believes she is wrong to help the Federation.**

Bajor. When caught by the Cardassians, Kohn-Ma members are subjected to the most terrible punishments, designed to keep them alive while their pain is maximized.

Tahna Los, one of the Kohn-Ma leaders, still bears the scars from this practice.

The Cardassians are also prepared, through agents such as **Elim Garak**, to indirectly work with the Federation in order to contain these terrorists. The Cardassians even strike a deal with the **Duras** sisters to have Tahna Los recaptured, after he steals an antimatter converter to use against them.

The Kohn-Ma's view of the Cardassians is just as direct. Not satisfied with their departure, they continue to use extreme force against their former oppressors, raiding, murdering, attacking, and stealing. Violence is a habit they seem unable, or unwilling, to break.

The Federation's official position on the Kohn-Ma is a little more complex. They are committed to maintaining order in the sector, and keeping control of the **Bajoran wormhole**. The Kohn-Ma represent a threat to that stability, and **Starfleet** has amassed a substantial file on the group and its activities. However,

AFTER THE OCCUPATION

Still fighting

The end of the Cardassian occupation changes everything for Bajor. No longer under the thumb of a brutal oppressor, the Bajorans slowly adjust to their new-found freedom. Religious and political groups jostle for power; collaborators and traitors face the hatred of family and friends. And former freedom fighters search for new enemies, new targets.

The Kohn-Ma are one of the many splinter groups struggling to define their role in peacetime. For terrorists like Tahna Los, violence has become a way of life; the end always justifies the means.

He is even prepared to kill fellow Bajorans, so long as it moves his homeland closer to complete independence. Such fanaticism blinds Tahna to this

betrayal of his principles.

Major Kira is certain that, if Bajor is ever to rebuild a strong and independent society, it will require the repatriation of terrorist cells such as the Kohn-Ma. Unlike Tahna, Kira knows that diplomatic skills are now more important than combat training. She continues to fight for her people, but with words rather than weapons.



▲ **Kira and Tahna meet again during the early days of Kira's working relationship with Sisko. Kira thinks she and Sisko are "like oil and water," and even contacts Admiral Rollman to complain about Sisko's handling of Tahna's asylum request.**



▲ **Tahna Los arranges to buy bilitrium from the Duras sisters; Odo listens in on their conversation. The sisters take Tahna's gold, but betray him to the Cardassian authorities. Garak acts as their go-between.**

GALAXY FACT

The Kohn-Ma are not the only political group who consider the Bajoran provisional government to be ineffectual Federation puppets. In 2369, the Alliance for Global Unity try to topple the government. They are defeated when it is revealed that their arms come from the Cardassians.

they can also see the merit in the argument that groups like the Kohn-Ma need to be reintegrated if Bajoran society is to be rebuilt. Benjamin Sisko, Starfleet commander of *Deep Space Nine*, is willing to offer asylum, and promises



THE BAJORANS

The Guide to the STAR TREK Galaxy

FILE 10 CARD 6B

THE KOHN-MA



THE BAJORANS

protection to Kohn-Ma members who have renounced violence.

Starfleet officers such as Miles O'Brien, who fought against the Cardassians, can understand what motivates Bajoran terrorists. Even those who don't share O'Brien's experiences are unwilling to turn Kohn-Ma members over to the Cardassians, knowing their likely fate under the severe Cardassian judicial system.

The Kohn-Ma oppose the Federation's presence on Bajor, classing them as alien occupiers who are

only slightly less exploitative than the Cardassians. Given the choice between the Federation's continued involvement in Bajoran affairs, and the destruction of the wormhole, the Kohn-Ma would choose a Bajor free of outside influences; even if that means losing the wormhole's strategic and economic advantage.

Dangerous views

The Bajoran provisional government cannot help but regard the Kohn-Ma as a threat to the social order. It is well known that the group claim credit for the

Tahna Los is prepared to go to any lengths to ensure Bajor's independence, and sees the destruction of the wormhole as a way to drive the Federation away. He obtains explosives from the Duras sisters.



assassination of a First Minister. Yet, when Tahna Los requests amnesty, there are at least three cabinet ministers willing to vote in his favor. Bajorans who fought in the resistance can understand the Kohn-Ma's position, even though they disavow the group's violent actions.

The Kohn-Ma have nothing but contempt for the provisional government, regarding them as puppets to be opposed by any means possible, including murder. The Kohn-Ma also believe that any underground fighters now cooperating with the new order are traitors to the Bajoran

cause. Tahna Los is even willing to threaten the colonies on Bajor VIII with destruction as a way of accomplishing his ends.

Arrested

Tahna is taken into Federation custody after attempting to collapse the entrance to the wormhole. He hates the Federation's presence, but he prefers their system of justice to that of the Cardassians.

The Kohn-Ma no doubt feels the loss of one of its more gifted members, but it is unlikely that Tahna Los's arrest will dissuade them from continuing along their violent path.

A THREAT TO THE WORMHOLE

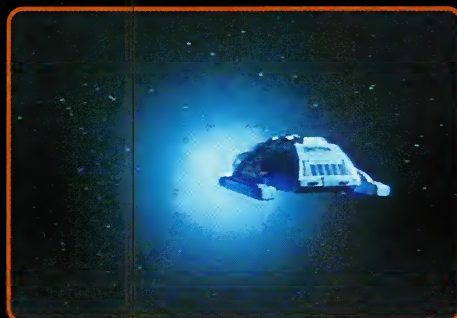
Former friends

Tahna Los assures Major Kira that he is tired of fighting, and says he has renounced acts of terrorism. Kira petitions the Bajoran provisional government to grant Los and his colleagues amnesty from prosecution. But Tahna is, in fact, still determined to isolate Bajor from any outside influences, be they Federation or Cardassian.

The wormhole offers the hope of economic stability, but, for the Kohn-Ma, it is yet another threat to Bajoran cultural identity. Tahna Los

sets in motion a plan to collapse the entrance to the wormhole; he kidnaps Major Kira, steals the Starfleet runabout *U.S.S. Yangtzee Kiang*, and heads into the wormhole. Kira tries to convince her former friend that he is fighting an old battle, and that times have moved on from the days when they fought together in the Bajoran underground resistance. Bajor needs the assistance of the Federation to rebuild after the occupation. Kira is certain that violence is no longer an appropriate solution to their people's problems, but her words fall on deaf ears. Tahna has become an obsessive fanatic who will even go as far as to kill fellow Bajorans to achieve his dream of freedom.

The wormhole promises much for Bajor, but also keeps other races interested in this otherwise insignificant, backwater world.



Tahna Los once fought by Kira's side, but he now sees her as a collaborator with the enemy. He accuses her of betraying the goals they shared in the resistance, and will not listen to her point of view.



Major Kira tries to convince Tahna that she too wants independence for Bajor, but without the Federation, the Cardassians would doubtless try to take control of the recently-discovered wormhole.



Tahna Los is beamed aboard *DEEP SPACE NINE* after his small scout ship is pursued and attacked by a Cardassian war vessel.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 59



OTHER GROUPS
AND RACES

THE T'LANI & THE KELLERUN

The T'Lani and the Kellerun are centuries-old enemies who have tired of constant warfare and destruction. Part of their desire to put the past behind them involves the destruction of their most dangerous weapons, the harvesters — at any cost.

Following centuries of war with the T'Lani, the Kellerun develop harvesters, deadly internecine nanobiogenic weapons. The deployment of the harvesters decimate the population of T'Lani III, and it is fair to suppose that many other planets have suffered as well; T'Lani III's surface is now devoid of all

plant life. The deadly weapon brings a swift end to the war, as both races realize that continued fighting can result only in their mutual destruction.

The two races are now at peace, but years of warfare have taken their toll. In a positive light, it has made both sides crave a lasting peace, and has given them the will to do whatever it

takes to ensure the ceasefire. But this, and the remnants of mutual distrust, makes them very dangerous allies.

Architectural remains

The harvesters wreak their havoc on all living things, but leave buildings and other inorganic structures undamaged. T'Lani architecture is



▲ *The Kellerun and T'Lani ambassadors insist that Starfleet's Chief O'Brien and Dr. Bashir be handed over to them. The previously warring races want to make sure no one knows how to build more harvesters.*

OTHER CARDS IN THIS FILE...

- 47 THE BANEANS AND THE NUMIRI
- 60 THE KES AND THE PRYTT
- 68 THE ANTICANS AND THE SELAY

SEE OTHER FILES...

STAR TREK: DEEP SPACE NINE.....File 70

THE T'LANI

Prepared to forgive

Despite the suffering inflicted upon them by the Kellerun, the T'Lani are prepared to work with their former enemies toward peace. The most distinctive feature of the T'Lani is their brown, curly hair, which is worn in the same elaborate style by men and women. The hair at the top of their heads is straight and pulled back neatly; on the sides and the back of the head, it is tremendously curly, and is swept up in a wing-like fashion that must require careful maintenance.

Designation T'Lani III

Class M

Quadrant Alpha

Inhabitants Humanoid

Environment Features

Standard Class-M. T'Lani III was laid waste by the harvesters. The architecture is akin to Byzantine Earth, with domes and minarets. The surface is devoid of plant life.

History

Recent treaty ended centuries of war with their sworn enemies, the Kellerun.

Appearance

T'Lani females are generally very attractive, according to Dr. Bashir.

Starship Log

STAR TREK: DEEP SPACE NINE 'Armageddon Game'



▲ *The T'Lani ambassador will go to any lengths to secure her world from the harvester threat.*

THE KELLERUN

Natural killers

Killing seems to come naturally to the Kellerun, even after they are at peace with the T'Lani. Physically similar to the T'Lani, the main visual difference between the races is the way in which they dress their hair; male and female Kellerun pull their jet black locks straight back, showing off their widow's peak. The women's hair is pulled outward from the back of their skull, while the men's hair juts up far above the top of their heads.

Designation Kellerun homeworld

Class M

Quadrant Alpha

Inhabitants Humanoid

Environment Government

Standard Class-M. Unknown; no reference to any one leader.

Demeanor

Determined, committed to peace with the T'Lani, but they are ready to kill again.

Technology

As with their one-time enemies, the T'Lani, the Kellerun are a technologically advanced race, capable of developing energy weapons, sophisticated spacecraft and deadly nanobiogenic weapons.

Starship Log

STAR TREK: DEEP SPACE NINE 'Armageddon Game'



▲ *The Kellerun soldiers intend to eliminate anyone with knowledge of the harvesters, including the Starfleet officers.*

GALAXY FACTS

- ▶ The harvesters resemble a bright orange gel, and are contained in glass cylinders. They are resistant to broad spectrum radiation.
- ▶ It took 10 years to perfect the harvesters, and a week to cultivate a means to destroy them. This method involves over 375 computer test sequences.
- ▶ A small *Starfleet Runabout* is no match for a *T'Lani Munitions Cruiser*.

reminiscent of Earth's Byzantine structures; there are numerous towers that resemble the minarets found on Earth mosques. Separate from these are smaller, domed buildings.

Like other arch-enemies, such as the **Vulcans** and **Romulans**, the T'Lani and Kellerun seem to have more similarities than differences. Both are technologically-advanced races, and both have demonstrated the capacity



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 59

THE T'LANI & THE KELLERUN



OTHER GROUPS
AND RACES

for hatred in their mutual past. They also have some physical similarities, such as their pointed ears, and their dark, elaborately-dressed hair.

Appearances

The T'Lani appear to be a less warlike people than the Kellerun, but appearances can be deceptive. They wear very simple, greenish-brown clothing, comprising a turtleneck tunic top that extends all the way to the knees and has trousers underneath. The tunic has a high, belt-like band across the ribs. Their hands are partially covered by a glove that leaves some fingers free. The T'Lani ambassador, **E'Tyshra**, wears slightly different clothing of the same color; her top is more like a knitted woollen turtleneck sweater, with spoon-like protrusions at the shoulders.



The Kellerun clothing is, by contrast, quite militaristic in design, and slate-gray in color. A turtleneck shirt is covered by a smooth tunic that extends to the knees. The tunic has a V-shaped, ridged pattern on the front and back that is reminiscent of bandoleer-style ammunition belts.

Like the T'Lani, the Kellerun ambassador's outfit is different to normal dress, and is even more like a military uniform. His tunic is much shorter,

▶ **Centuries of war come to an end when the T'Lani and the Kellerun put aside their differences and work to common ends.**

stopping at the top of the thigh.

Now at peace, the T'Lani and Kellerun find a new problem in how to dispose of the huge stockpiles of deadly gene disrupters; designed to kill millions, the harvesters are virtually indestructible. The task



▶ **Dr. Nydrom calls upon outside help – in the form of Starfleet officers Dr. Bashir and Chief O'Brien from DEEP SPACE NINE – to find a solution to the harvester problem. This involves many hours of trial-and-error computer tests.**

proves too much for them, and, frustrated with their failed attempts to destroy the weapons, a T'Lani doctor, **Nydrom**, suggests they enlist outside help. Both parties agree to turn to the **United Federation of Planets**.

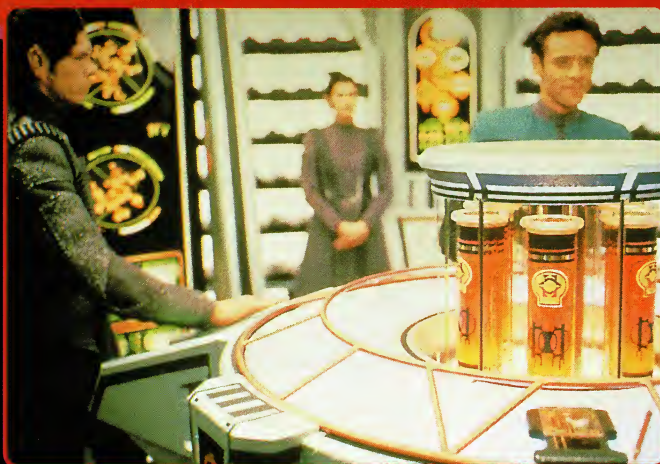
AN ISSUE OF TRUST

Thanks for nothing

Apparently grateful to be free of this deadly weapon, the T'Lani and Kellerun express their appreciation by murdering everyone who worked with the harvesters – except O'Brien and Bashir, who transport out in the nick of time. Unable to trust even their own people, the old enemies cannot allow Federation personnel with such deadly information to live, and attempt to hunt the Starfleet officers down.

▶ **Dr. Bashir and Chief O'Brien aid the T'Lani and the Kellerun in their efforts to destroy the destructive harvesters.**

▶ **A Kellerun soldier discovers that 'wiping out' Miles O'Brien is a rather difficult matter.**



▶ **Commander Sisko will not rest until he discovers the truth behind his officers' apparent demise.**



Outside help

Dr. Bashir and **Miles O'Brien**, from *Deep Space Nine*, oblige; after a week of hard work, Bashir finally hits upon the right combination of muon frequencies needed to denature the disruptors.

But neither the T'Lani nor Kellerun feel secure in a world where a shred of scientific data concerning the harvesters still exists, even in the minds of those who intend no harm. To ensure that no knowledge of the harvesters remains, they decide to kill all the scientists involved in this final project.

The T'Lani and Kellerun may have become immune to the moral consequences of murder, or perhaps they believe just a few more deaths to be a fair price to ensure freedom from the harvesters. Like Vulcans, they see the needs of the few as subordinate to the needs of the many.

Borg Regeneration Chambers

The Borg collective functions as a single organism. Drones have no individual personalities, and therefore have no need for the personal quarters usually given to a starship crew. Instead, they rest and regenerate in alcove-like chambers.

The Borg are perhaps the greatest threat ever to the **United Federation of Planets**, a virtually unstoppable, emotionless race intent on the assimilation of others. It is ironic, therefore, that the mechanics of their strongest asset – their collective consciousness – have also resulted in the need for a regenerative cycle that leaves them vulnerable to attack.

Regeneration is the Borg equivalent of the sleep cycle evident in many humanoid races, and is vital to the continued existence of the drones. At the moment of assimilation, millions of Borg **nanoprobes** are injected directly into the bloodstream to take over the functions of the red and white cells, destroying the immune response and replacing it with a synthesized system. The host body can then accept the Borg implants required to create a fully functional drone within the collective.

For a short period of time during the full assimilation process, the humanoid host can

function independently of the Borg regenerative chambers, but, as the exoskeletal body armor strengthens and the Borg organelles and bio-synthetic glands finally take over from the rest of the body's biological systems, something has to take the place of the once-natural cycle of eating and sleeping.

Each drone has their own area set aside within a **Borg cube** in which to undergo the regular regeneration of their artificially-adapted bodies. The chambers are often no more than a simple, recessed rectangular area in which the open framework structure displays no sign of support for the drones, who stand directly upright within them.

Efficient design

Regeneration is initiated upon entering the chambers. The drone connects to the regeneration system via an interface unit on their forearms or other parts of the anatomy, depending on the design of the body armor. There are armrests in some of the units, and these often include a type of display that may control the chamber's functions.

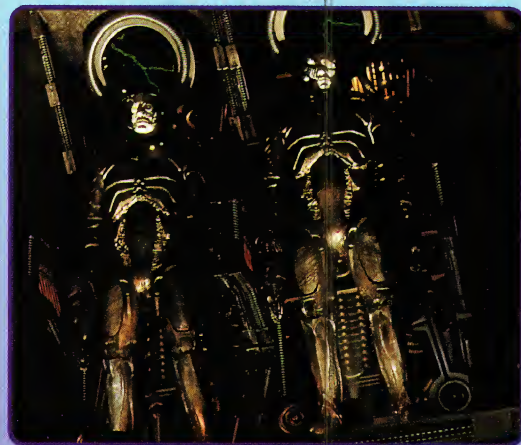
The features of the units vary. Some have a rectangular green power display above the head of the drone, with a low voltage white light; other units incorporate a large, circular, white dish onto which drones rest their heads. There is a spectacular blue-green static display across the radius of the disk, although its exact function is unclear. Chambers that feature these displays also have a circular lumbar support section, onto which the Borg lean, and have armrests with display panels set into them.

The majority of Borg vessels consist of hundreds of rows of these chambers, accessed via metallic walkways and ladders. This basic stacking effect is typical of the functionality of Borg design, and illustrates a simple and efficient use of space. Upon assimilating vessels of other races, the Borg will take over an area adjacent to a power source, adjust its environmental conditions to meet their own, and build regeneration chambers – as in the invasion of Main Engineering on the **U.S.S. Enterprise NCC 1701-E**, and the colonization of **Cargo Bay 2** on the **U.S.S. Voyager NCC-74656**.

Without the chambers, the drones cannot survive for long unless they are given urgent medical help. The Borg do not eat, as the regeneration chambers give them the nourishment they require, supplied in the form of directly transmitted energy, which is then



Even drones such as **Seven of Nine**, who have been removed from the collective, must regularly return to a regeneration chamber in order to survive.



In design, the regeneration chambers are extremely simple, and are made for efficiency, not comfort. Borg drones do not need to lie down in order to 'sleep'.

converted into the nutrients required to sustain their biological and synthetic components. This fact is discovered by the crew of the **U.S.S. Enterprise NCC-1701-D** when they encounter the stranded Borg drone later named **Hugh**. Attachment to these regeneration chambers also connects the drones directly into the Borg collective.

Vulnerable hive

Borg drones are vulnerable to attack while in their regenerative state. The destruction of the power distribution nodes interrupts the supply to the regeneration process, forcing the drone to repair the damage or move to another area. When **Captain Jean-Luc Picard** is assimilated by the Borg, he is able to exploit this weakness by telling **Lt. Commander Data** to send a 'sleep' command into the Borg consciousness. This forces the attacking Borg simply to go to sleep, causing a malfunction that leads to their *cube* self-destructing – a simple but effective way to end their threat.



Within each **BORG CUBE** is a labyrinthine network of regeneration chambers of simple but varying design. Some give out a white light that softly illuminates the chamber.

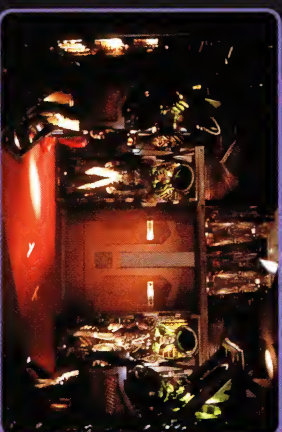
Borg Regeneration Chamber

The chambers have a simple design, set within a sturdy, space-efficient lattice framework.

Life forms assimilated by the Borg undergo a terrifyingly fast process of change. The new drone is soon dependent upon the regeneration chambers in place of the rest and nourishment that previously sustained them.

Drones stand at rest. They do not need support, but some chambers do contain an armrest.

Regeneration is activated the moment the drone steps back into the chamber. It is unknown if the Borg have dreams during this artificial period of rest.



▶ The Borg's first priority on assimilated vessels is to modify a suitable area to build their regeneration chambers.



▶ On the U.S.S. VOYAGER, the Borg with whom the ship's crew ally themselves build regeneration chambers in Cargo Bay 2.

Christine Chapel: Starfleet Career

Christine Chapel proves herself to be an excellent nurse aboard the *U.S.S. Enterprise NCC-1701*, and goes on to become a respected physician. But her career success hides a personal life blighted by tragedy.

Becoming a nurse is, in many ways, a step down for **Christine Chapel**. Spurred on by love, rather than vocational prospects, she gives up a promising career in bioresearch to sign up for a five-year deep space exploration mission aboard the *U.S.S. Enterprise NCC-1701*. She hopes that taking up a posting with a starship will enable her to find her fiancé, **Dr. Roger Korby**, an archeologist who disappear-

ed on **Exo III** in 2261.

This might appear to be the action of a person ruled by her emotions, but Chapel performs her duties as a nurse with calm assurance. Very much in control of herself, she is a model professional, competently assisting **Dr. McCoy** during the *Enterprise's* half-decade in deep space.

Duties

Chapel's daily routine includes orchestrating the duties of orderlies and other medical personnel,

PROFILE OF AN OFFICER

NAME: Christine Chapel

PROFESSION: Chapel abandons a career in bioresearch to become a nurse in Starfleet, and is assigned to the *U.S.S. Enterprise NCC-1701*. She later returns to Earth to study for a medical degree, and, on completion, rejoins the *Enterprise* as a doctor. She later works at Starfleet Command on Earth.

REMARKS: Chapel joins Starfleet in order to try and find her missing fiancé, Dr. Roger Korby.

FIRST SEEN: 'The Naked Time' [TOS]



▲ **Christine Chapel shows herself to be more than just a competent nurse during her first stint aboard the *U.S.S. ENTERPRISE*. After a series of personal setbacks, she fulfills her career potential by qualifying as a doctor, and returns to duty aboard the *ENTERPRISE*.**

LOST LOVE



★ Recompense

Chapel's successful career in medicine has partly compensated for much heartbreak.



★ Vulnerable

Chapel rarely lets her guard down, but she finds it difficult to hide her feelings for Mr. Spock.

★ Ignored

Chapel helps Dr. McCoy administer stimulants to the crew, but Mr. Spock barely acknowledges her.



and helping McCoy with physical examinations. Life aboard a space exploration vessel is rarely routine, and this nurse shows herself to be equal to any unusual medical challenge that comes her way. For example, when a giant, single-celled amoeba appears to be leeching the crew's life force, she takes charge of administering stimulants to the weakened officers to ensure they can continue with their duties.

Initiative is a vital quality for a person who has to cope with emergencies, often in less-than-ideal circumstances. Fortunately, Chapel displays this characteristic in abundance; on one occasion, for example, she turns the **transporter room** into a trauma unit after a landing party returns with injured crewmen. One

of those hurt is **Mr. Spock**, who is shot in the back by the **Hill People** of **Tyree's** planet; Chapel is standing by with a gurney and two orderlies even as the first officer transports up.

Accomplished

Chapel's ability to anticipate what a given situation will require is indicative not only of her intelligence, but also of her dedication to her adopted vocation. Her mind races ahead, determining what information may be needed.

When the **Vulcan Ambassador Sarek** suffers two heart attacks en route to the **Babel Conference**, she checks to see how much Vulcan blood is on hand; the results of Mr. Spock's most recent physical exam; whether Spock's blood type is a

OTHER CARDS
IN THIS FILE...

5 DR. MCCOY

SEE OTHER
FILES...

STAR TREK:
The Original Series.....File 68

Christine Chapel: Starfleet Career



★ Dedication

Chapel's constant vigilance in looking after Sarek and Spock helps save the ambassador's life.



★ Caring

Chapel keeps a constant eye on the crew's health, and notices when Ensign Garrovick is unwell.

match for Sarek's; and if Spock's human blood elements rule him out as a donor.

In this case, Chapel augments her qualities of efficiency and diligence by revealing a caring side. She stays near and monitors Ambassador Sarek, and is able to inform Dr. McCoy immediately when his condition deteriorates. Indeed, McCoy makes the decision to operate based on the nurse's observations that Sarek's **K-2 factor** is dropping.

Multi-talented

Chapel goes beyond the duties of an ordinary nurse by providing specialized surgical support. She is familiar with the latest medical equipment, and lends valuable assistance during the complex Vulcan cryogenic open-heart surgery performed on Sarek. She also shows her ability to keep her nerve; during this delicate operation on one of the **Federation's** most important dignitaries, the ship is under enemy attack, but she remains calm and continues with her work.

Chapel's expertise is further evident when she aids the doctor in the science lab, helping to find cures to unknown diseases. Her research background is critical in helping Dr. McCoy and Dr. Wallace to find a cure for a type of radiation illness characterized by rapid aging.

In another instance, Chapel assists McCoy during his tests on



★ Determined

Chapel tries to convince Kirk and Spock that her fiancé, Dr. Roger Korby, is still alive.

the **Denevan neural parasite**, and she is also by his side to help find the **theragen** derivative that prevents the crew from going mad in a spatial interphase.

Chapel can be authoritative when she feels the occasion warrants it. When a passenger, **Dr. Sevrin**, refuses a physical, Chapel simply commands two orderlies to pick him up and carry him into the examining room.

She is not afraid to speak her mind, even to her superiors; unsurprisingly, she occasionally clashes with Dr. McCoy because of this. When McCoy makes the decision to remove only part of the Denevan neural parasite invading Spock's body, Chapel is outraged, and does not hesitate to say so.

Her resolve is sorely tested on

"I hear Chapel's an MD now. Well, I'll need a nurse, not a doctor who'll argue every diagnosis with me!"

— Dr. McCoy to Captain Kirk

one occasion, however, when she must slap a comatose Spock with all her might to help bring him out of a Vulcan healing trance.

This proves to be a difficult task for Chapel, as she has strong feelings for Mr. Spock. Indeed, her dealings with Spock are among the few times that she allows her unflappable veneer to slip. While under the influence of the **Psi 2000 virus**, she even admits that she is in love with the Vulcan.

Personal life

This contradictory nature is perhaps best illustrated by her feelings for her missing fiancé, Dr. Roger Korby. On the one hand, she never gives up hope of finding him, displaying the same stoical and determined nature with which she does her job. On the other hand, when she does find him, her passion and vulnerability show through. She is heartbroken to discover that he has become an android, and devastated when his consciousness is lost forever.

This is perhaps the key to her character, as it shows why she throws herself into her job with such verve and commitment: to help her forget the love she has for men who cannot return it.

Chapel's training as a nurse leads her to study medicine in more detail. After the *Enterprise's* five-year mission, she returns to Earth in 2270 and earns a medical degree, justifying all the early promise she showed. She then returns to the *Enterprise* for a second tour of duty, this time as a doctor. Following this, she takes up a post at **Starfleet Command**, where she is called upon to direct emergency operations after an alien probe attacks Earth in 2286.

The abilities Christine Chapel has displayed throughout her career — her organizational skills, her caring nature, her ability to work under pressure, and her medical skills — make her the ideal candidate for this crucial role, and allow this dedicated practitioner to rise to the top of her profession.

DR. CHAPEL

Furthering her career

Chapel returns to Earth upon the completion of her five-year mission with the *U.S.S. Enterprise* to study for a medical degree. She later embarks on another tour of duty with the *Enterprise*, this time as a doctor. Chapel is able to demonstrate her skill during their assignment to intercept **V'ger**, proving an invaluable member of the team when treating her old patient, Mr. Spock. Her career continues to blossom after this; in 2286, Chapel directs the emergency operations at Starfleet Command when Earth itself is threatened by an alien space probe.

▶ Familiar patient

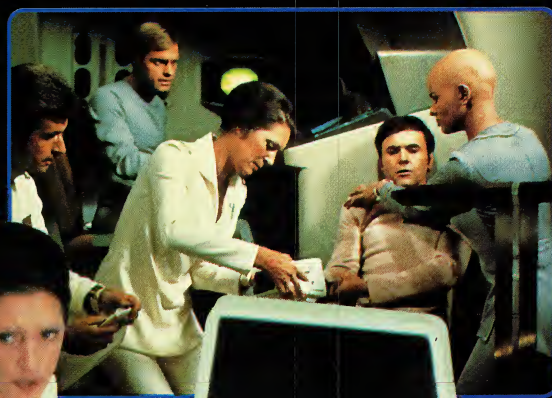
Spock receives Chapel's healing touch once again, but this time she is a fully-fledged doctor.

▼ Diagnosis

Dr. Chapel determines that, following her abduction, Ilia has been converted into a probe by V'GER.

▼ Dealing with emergencies

Chapel displays her old urgency and new skills as a doctor when treating Chekov for severe burns to his arm, following an energy discharge at his console.



William Riker: Strategist

Will Riker is one of Starfleet's finest officers. This is due, at least in part, to his ability as a strategist; he is renowned as an original and unconventional thinker, who often uses unexpected methods to gain the upper hand in the many challenges he encounters as executive officer of the Federation's flagship.

As first officer aboard the Federation vessel **U.S.S. Enterprise NCC-1701-D**, William T. Riker is more than just a loyal and experienced second-in-command; he is also a cunning strategist.

Some think strategy is a science that can be taught; at **Starfleet Academy**, certain innovative techniques are required reading. Others firmly believe that strategy is an art that is best learned in the field.

Riker makes the best of both of these schools of thought. He is well versed in the teachings of famous militarists throughout history, while his lengthy posting aboard the

Enterprise allows him to perfect his art in the field. Over the years, he steps into the captain's chair several times, and often leads dangerous away missions. It is by making the most of all the options available to him that his skill as a strategist develops.

Sun Tzu

Riker's knowledge of past strategists is particularly relevant when he encounters a remnant of the once-great **Tkon Empire**. He gains the respect of **Portal**, an automated Tkon sentry, when he reveals he has studied the teachings of Sun Tzu, an ancient Chinese philosopher whose writings on the art

PROFILE OF A STRATEGIST

BACKGROUND: Riker graduates 8th in his class from Starfleet Academy in 2357. During his training, he studied many great military leaders and strategists.

STRATEGY: Riker demonstrates his tactical skills when he makes first contact with the Ferengi, and again when he is given command of an 80-year-old starship, the **U.S.S. Hathaway**, during a battle



simulation with the **U.S.S. Enterprise NCC-1701-D**.

FINEST MOMENT: In 2367, Riker must use all his ingenuity to defeat the Borg when Picard is assimilated, giving them a tactical advantage.

▲ Riker is an expert in out-maneuvering his opponent, whether it be in a starship battle or a game of chess. He even uses his skill at 3D chess to help him elude his Ferengi captors when he is kidnapped along with Deanna and Lwaxana Troi.

IMPROVISING

★ **Wisdom**
Riker's training in the strategy of Sun Tzu gives him the advantage during first contact with the Ferengi.



★ **Learning**
An ancient Tkon sentry is impressed by Riker's knowledge of Sun Tzu.

★ **Experience**
Riker has to employ all his strategic skill to survive on Minos.



He learned a difficult and important lesson in 2357, while serving as helm officer aboard the **U.S.S. Pegasus NCC-53847**. As a recent graduate of Starfleet Academy, the young ensign blindly stood by **Captain Erik Pressman** during a mutiny – a decision that haunts him for 12 years. Part of being a good strategist demands that one be forceful in stating one's opinions; the *Pegasus* incident marks the last time that Riker meekly follows the orders of a superior when he does not agree with them.

First choice

Indeed, when **Captain Picard** is looking for a first officer for the *Enterprise*, the event on Riker's record that most catches his eye is an incident on **Altair III**, when Riker was the first

of warfare are still taught to **Starfleet** officers. This impresses the sentry, and allows Riker to gain the upper hand during **first contact** with the **Ferengi**.

Riker's detailed understanding of strategy is not enough in itself, however, to find a solution to the predicament on **Minos**. Here, the commander must use all his ingenuity to save himself and his away team from a berserk weapons system devised by the planet's extinct population.

Riker's strategic abilities were not always so acute.



William Riker: Strategist



★ Impressive

Riker loses a game of strategema to Kolrami, but gains his respect during the real business of battle.



★ Master bluffer

Since his days on the POTEMKIN, Riker's diplomatic and bluffing skills have had an outlet in poker, much to his crewmates' dismay.



★ Thinking on his feet

Improvisation is the key; when Picard infiltrates a band of mercenaries, Riker must play along with the captain's lead.



★ Challenging himself

Riker is forever honing his skills as a strategist. Here, he practices his skills on the phaser range.

officer of the **U.S.S. Hood NCC-42296**. Riker showed he had learned from his early experience on the *Pegasus* when he disobeyed a direct order from **Captain Robert DeSoto**. He risked a general court-martial, but was justified when his instincts were proved to be correct.

Picard believes that Riker is able to discern between what is important to the ship and its mission, as opposed to his own record. To him, the mark of a good officer is not losing sight of the overall objective.

Original thinking

Another reason why Picard requests Riker as his first officer is the impressive record the commander earns while serving aboard the **U.S.S. Potemkin NCC-18253**. In one notable instance, Riker positions the *Potemkin* over a planet's magnetic pole to confuse an opponent's sensors. This kind of unconventional strategy leads **Lt. Commander Data** to observe that Riker relies upon traditional problem-solving techniques less than one quarter of the time.

Perhaps the greatest challenge Riker faces as a strategist is when the *Enterprise* encounters the invading **Borg** in 2367. When Captain Picard is assimilated, the Borg acquire the captain's comprehensive knowledge of Federation defenses. Thus, Riker's strategy requires him to avoid the obvious. He devises two evasive maneuvers: **Riker Alpha** and **Riker Beta**, both unique to the operation.

Bluffing

Riker also tries to bluff the Borg into trusting him. His premise is that if Picard's knowledge and experience is part of **Locutus**, then the Borg should know that he has never lied to his captain, and will trust him implicitly. The Borg reject any kind of intercourse, but the bluff buys Riker time to launch a shuttle and retrieve Picard – which eventually provides the key to destroying the **Borg cube**. Riker receives the ultimate praise when his commanding officer, Captain Picard, declares that he initiated "brilliantly unorthodox strategy" in defeating the Borg.

Even in his personal life, Riker is always trying to improve his skills as a strategist. He enjoys hosting a poker game every Thursday night in his quarters, where he perfects

"I must admit, your Commander Riker has acquitted himself quite ... admirably."

— *Kolrami to Captain Picard*

one of the great strategies of the game: bluffing. He is renowned for practicing his poker face in front of the mirror, and finds it easy to fool poker novice **Wesley Crusher** into thinking he holds a better hand than he really does.

Always improving

Riker doesn't always succeed. He tastes defeat in a challenging holographic game of strategy, **strategema**, when he plays a grandmaster named **Sirna Kolrami**. He is defeated in only 23 moves, but the incident proves he is willing to pit his wits against the best in order to polish his skills.

Riker proves himself, time and again, to be a fine strategist who takes into account all the options that are available to him, and presents them to his captain. He is constantly trying to improve himself, and often employs unusual and unexpected tactics to keep one step ahead of his opponents. Each of these elements helps him maneuver out of seemingly impossible situations, thus keeping himself, his crew, and the good ship *Enterprise* safe. With every encounter, his understanding of the art of combat increases, ensuring that each new opponent will find him yet more difficult to overcome.

VIRTUAL REALITY

Simply the best

Riker's strategic abilities are such an integral part of his personality that they form an important feature of the fantasy reality created by the incredible technology of Barash's world. In one of the fantasy realities created by the young alien, Riker is a starship captain, and must outsmart the Romulans, who are making false overtures of peace. Under different circumstances, he would relish playing such complex games of strategy; the situation would have provided excellent training.

▼ In the captain's chair

Riker loves games that help to hone his skill as a strategist, but he is initially unaware that the events he experiences in Barash's fantasy world are not real.



Rain Robinson

Rain Robinson, an astronomer on 20th-century Earth, watches the skies for extraterrestrial life and educates the public about astronomy. She is about to make first contact with the future.

Rain Robinson is a young, enthusiastic astronomer who lives in 1996 Los Angeles. Her workplace is the Griffith Observatory, where she searches for alien life in a SETI (search for extraterrestrial intelligence) laboratory funded by **Henry Starling**, chief executive of **Chronowerx**, a global corporation. Rain's specialty is radio astronomy, and Starling has asked her specifically to search for a gamma emission that matches a particular frequency.

An intelligent and attractive woman, Rain has been interested in observing the universe since she was a child. She would borrow her brother's small refractor telescope and look at the rings of Saturn, which reminded her of jewels from a pirate's treasure. All Rain has ever wanted to do is reach up and touch those rings; being an astronomer is the closest she can get to her dream.

In addition to astronomy, Rain has a passion for cheaply-made horror

movies, otherwise known as B-movies. Posters from such classics as 'Vampire Vixens' and 'Orgy of the Walking Dead' adorn the walls of her lab, along with a newspaper article entitled 'Life on Mars.'

Her personal style is fairly relaxed; she favors the retro look of 1970's fashions that is popular in her era. On a typical working day, she might wear leather sandals, eggplant-purple polyester pants, and an olive green shirt. She drives a clapped-out, baby-blue Volkswagen van from the same era, with curtains in its windows.

Close encounter

On what she expects will be a typical day, Rain sits with her feet propped up on the desk, sipping a soda and idly watching the computer monitor. She is astonished when a gamma emission appears on her screen, coming from an object in orbit above Earth, and she immediately calls Henry Starling to report the news.

Rain is convinced that her finding is concrete

proof that extraterrestrials exist, but Starling asks her to calm down and collect more data. The impulsive Rain cannot let it rest there; she sends a standard SETI greeting to the emission source, and an e-mail to a friend, who, in turn, passes on the news to a professor of astronomy at California Technical Institute.

Robinson steps out for a

moment to get a pizza, and when she returns, two men are in her office. She politely, but firmly, asks them to leave, whereupon one of them introduces himself as **Tom Paris**.

Initially, she believes Tom and his friend, **Tuvok**, to be lost tourists, so she is surprised when Paris recognizes the Fourier spectral analysis on her screen. Before they leave,

Rain is intrigued enough to invite the two strangers to the planetarium show she hosts on Tuesday nights. Paris declines, and she appears disappointed.

Returning to her monitor, Rain is aghast to see that her computer's hard drive has been erased. Grabbing her backpack, she races after the two strangers and confronts them, but instead of the answers she seeks,

PROFILE ON RAIN

NAME: Rain Robinson

LIFE FORM: Human female

BORN: Unknown; circa 1960's

STATUS: Astronomer at a SETI lab on 20th-century Earth.

HISTORY: Rain is an avid astronomer who gives lectures, and diligently watches the skies in search of extraterrestrial life. She has an inquisitive nature, and is forever asking questions. She takes nothing in life for granted.

FIRST SEEN: 'Future's End', Part I



▲ Rain first saw the stars as a little girl, through her brother's telescope. Since then, all she has wanted is to reach out and touch them.

INQUISITIVE NATURE

★ Odd trio

The three newcomers strike Rain as very peculiar in their behavior and attitudes. She is particularly bemused by the EMH, to whom she jokingly refers as "Mr. Leisure Suit."



★ Attraction

Rain is attracted to the enigmatic Tom Paris, who walks into her life on the same day that she picks up signs of possible alien life.



★ Seeking answers

Rain has an insatiable desire to know what is out there. Her work at the SETI lab is funded by Henry Starling's Chronowerx.

OTHER CARDS IN THIS FILE...

- 5 GILLIAN TAYLOR
- 19 HENRY STARLING
- 22 BERLINGHOFF RASMUSSEN

SEE OTHER FILES...

STAR TREK: VOYAGER.....FILE 71

Rain Robinson

"My brother had a telescope. A little refractor ... it was enough to see the rings of Saturn ... they were like jewels from a pirate's treasure." — Rain Robinson

Rain encounters further intrigue when someone fires a weapon at them that vaporizes a truck.

Adventurous by nature, Rain uses her van to escape with the two strangers. They refuse to let her go home, however, pointing out that her life could be in danger.

Secret mission

Rain knows Tom is lying when he claims to be trying to stop a Soviet spy satellite that is part of a massive KGB operation; the Soviet Union broke up in 1991. She also queries 'agent Tuvok' about his unusual, pointed ears, but her questions are once again ignored. However, when her new compatriots recruit her to help them trap Starling, Rain is more than willing to assist them, especially when it turns out that the man who fired on them was Starling's assistant.

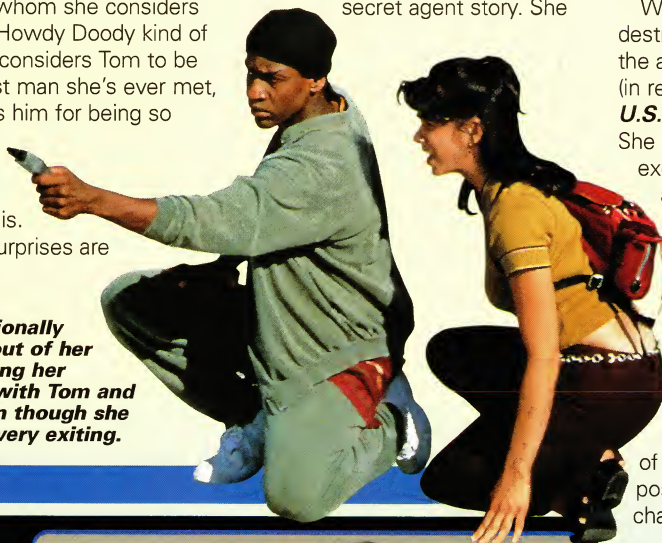
Rain meets another of Tom and Tuvok's friends, the **Doctor**, and this leads her to observe that everything her new friends do is just a bit odd, from calling her lab 'groovy', to referring to the KGB, to buying chili burritos for breakfast. Nonetheless, Rain is attracted to Tom Paris, whom she considers sexy, "in a Howdy Doody kind of way." Rain considers Tom to be the smartest man she's ever met, and admires him for being so dedicated to his mission ... whatever it is.

Further surprises are

★ Action

Rain occasionally feels way out of her league during her adventure with Tom and Tuvok, even though she finds it all very exiting.

in store for Rain. During the attempt to capture Starling, the man disappears before her eyes. The Doctor is unhurt, despite being punched numerous times. Rain feels that she is in over her head, but she trusts Tom, even though she is unconvinced by his secret agent story. She



theorizes that the party are either from an alternate dimension, or outer space.

Taking the plunge, Rain asks Tom out on a date. When he is evasive, she is relieved to find out that at least he is not married. Nevertheless, she unconditionally continues to help, agreeing to follow a truck that Tom claims has a **Timeship** in it.

Fond farewells

When the truck is finally destroyed, Rain is astonished by the appearance of Tom's spaceship (in reality, a shuttle from the **U.S.S. Voyager NCC-74656**). She and Tom say goodbye, exchanging a bittersweet kiss as they do so.

It is unlikely that Rain publicizes her contact with these people from the future, but she surely continues her work as an astronomer. Her encounter with Tom Paris and his other time traveling friends, who have been closer to the rings of Saturn than she ever thought possible, has undoubtedly changed her life.

★ Unknown danger

When Rain talks to others about her gamma emission finding at SETI, she doesn't endear herself to Starling; she is unaware of what a dangerous man he is.

BIZARRE ADVENTURE

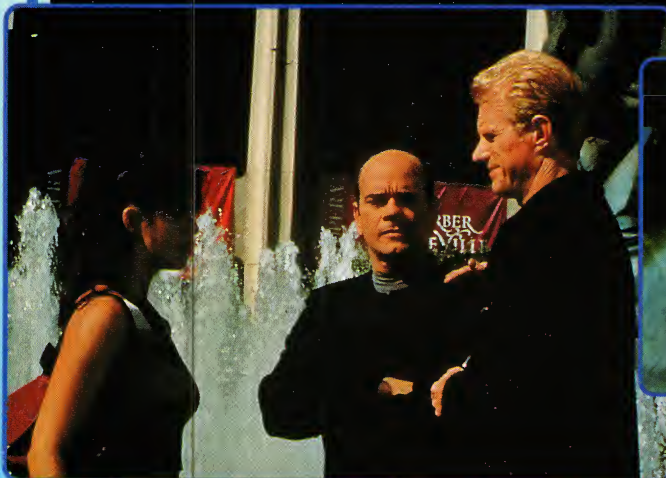
Caught up in a mystery

Unknown to Rain Robinson, the gamma emission picked up on her monitor is not extraterrestrial life, but the homegrown variety – the **U.S.S. Voyager**, which has been hurled back in time by accident to 20th-century Earth. Rain becomes involved in Tom Paris's mission to stop her boss, Henry Starling, who has stolen futuristic technology for his own gain. Rain is not convinced that Tom is telling her the truth about a secret service-style mission, but her innate curiosity encourages her to help him and his friends with their mission, whatever it is. Rain proves a valuable ally and guide for the 24th-century visitors, even though they never disclose the entire truth about their operation.



★ Suspicions

After catching a glimpse of Tuvok's pointed ears, Rain has her own ideas as to the origins of the "freakasaurus" who never smiles, but her theory is never confirmed.



★ Judge of character

The young astronomer is more familiar with Starling than Tom and his friends, but she trusts them over her boss.



★ Unexpected

*Rain is shocked by her first sight of 24th-century technology. When Henry Starling is transported to the **U.S.S. VOYAGER** in front of her eyes, she receives no explanation from Tom.*



Janeway & Chakotay's Stasis Chambers

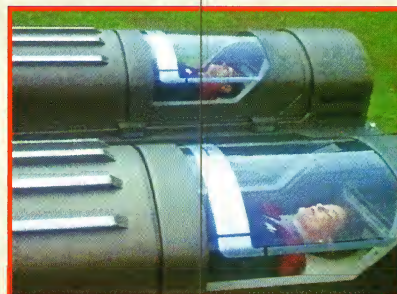
In the 24th century, it can sometimes be forgotten that **Federation** medical technology is not able to cure every known disease or injury. Science does have its limits, but stasis chambers can help to extend them.

Federation medical technology is at the cutting edge of its field, constantly coming across new challenges and situations to which the doctors have to adapt as quickly as possible. Exposure to a new disease or condition could lead to disaster for any **Starfleet** crew, and the nature of the response by the chief medical officer and their staff can literally

mean the difference between life and death. Yet, even with the best equipment and treatments, some situations arise in which the greatest enemy is a lack of time; either to develop a cure, or investigate the causes of an illness. In these cases, the medical officer must rely on the **Starfleet**-issue stasis chamber.

Two-and-a-half to three meters long, these rectangular, sarcophagus-like units are the last option for

personnel who are suffering from a potentially fatal disease, or who have suffered a serious accident. The squared-off base is the highest part of the unit at over a meter, and contains two touch-sensitive control panels, one on the top, and one on the right hand side. These are used to regulate and control the medical and life support systems of the unit.

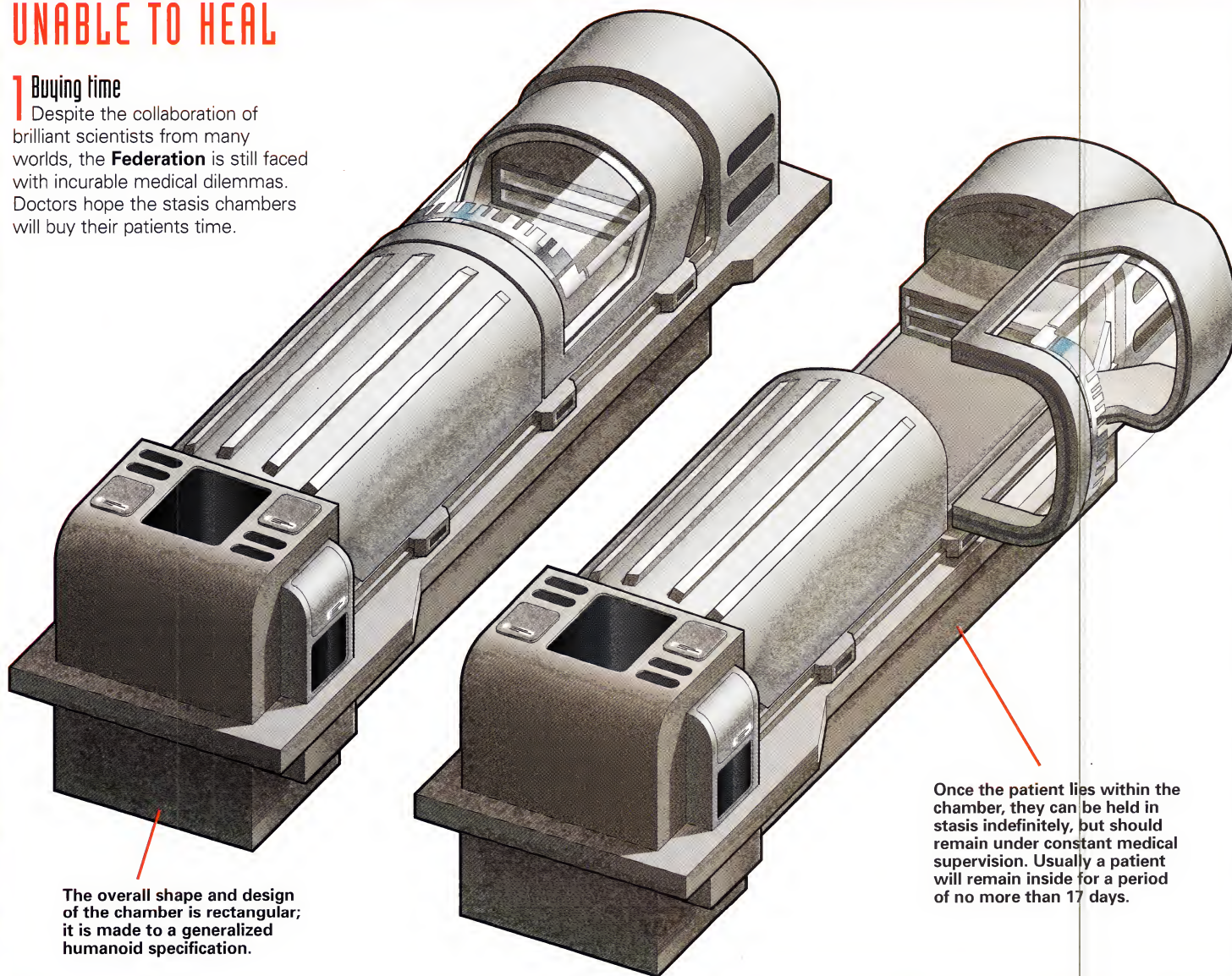


Stasis chambers are designed to function on or off a starship, and in any situation; to protect the patient within, the outer shell must be strong and secure.

UNABLE TO HEAL

1 Buying time

Despite the collaboration of brilliant scientists from many worlds, the **Federation** is still faced with incurable medical dilemmas. Doctors hope the stasis chambers will buy their patients time.



The overall shape and design of the chamber is rectangular; it is made to a generalized humanoid specification.

Once the patient lies within the chamber, they can be held in stasis indefinitely, but should remain under constant medical supervision. Usually a patient will remain inside for a period of no more than 17 days.

Janeway & Chakotay's Stasis Chambers

The main body of the chamber is a two-part curved section of unequal lengths that protects the prone figure of the occupant. This is roughly one meter high from ground level. As the majority of Starfleet personnel are humanoid, the chamber's dimensions reflect the average width and height of bipedal life forms, with the main containment area being around a meter wide. Because of the nature of the patient's injuries or illness, these units are designed for single occupancy only.

Constant monitoring

The whole unit is composed of an extremely tough, flat, brown-colored alloy, although there are various features on its external surface, such as four polished, silver runners along the length of the enclosed body section. These can be used to maneuver the units into position, either within a medical facility or another location.

There are various grilled vents and air filtration ducts, although the thickness of the main structure (at around 20 centimeters) suggests that these units may be able to operate within a vacuum, and are designed to keep their occupants protected at all times.

The stasis chambers may have to work independently of any Starfleet facility or starship, and as such are designed to be completely self-contained, with their own internal power supply. When active, the unit gives off a low, oscillating hum as it maintains the stasis field around its occupant; it can operate for a minimum of 17 days without any maintenance or adjustment. Stasis chambers can be used to store a patient indefinitely, although this is advisable only under constant medical supervision, and within the confines of a properly equipped facility.

Instant access

At all times, the occupant can be monitored with the unit's sensitive internal medical sensors, and also through the clear perspex hatch that provides the primary means of entrance and exit. Allowing visibility from both sides and above, it has a thick, silvered, rectangular border running around it.

The frame has two hinges on the left side of the unit, allowing the hatch to open upward and swing over to the left, facilitating easy exit from the chamber. The main enclosed body unit is also hinged, meaning the entire bed

platform, with its white padded surface, can be accessed immediately; a useful measure when a patient needs to be put into stasis as quickly as possible.

When a patient comes out of stasis (either when the process is instigated via remote control from a remote medical facility, or by direct access via the chamber's control panels) a gentle but insistent four-part electronic signal brings the occupant back to consciousness. After a brief moment of disorientation, the occupant simply pushes upward on the inside of the transparent door, and the air-tight seal breaks as the hatch swings open. By pulling themselves up to a sitting position and simply swinging their body to the right, the patient is able to leave the unit; even brief periods in the chamber, however, can leave them feeling stiff, sore, and a little weak.

The wake-up call

A patient who has suffered a violent physical or emotional trauma may be placed into stasis to aid the healing process only in the short term. The stasis chamber has its own sophisticated medical analysis system, and can buy precious time for medical personnel, but it is little more than a stop-gap measure until a treatment can be developed. It is not a cure for an ailment, as **Commander Chakotay** and **Captain Kathryn Janeway** of the Federation starship **U.S.S. Voyager NCC-74656** discover on **Stardate 49690**.

Last resort

Lost in the **Delta Quadrant**, the crew of the **Starship Voyager** are potentially vulnerable to a myriad of unknown diseases for which their immune systems may provide little or no resistance. When Captain Janeway and her second-in-command, Chakotay, fall foul of a virus not yet encountered by Federation medical science, their **EMH** cannot fathom a cure.

The only hope for the two senior officers is that the planet on which they contracted the virus provides a natural immunity. This is not a cure, but if they remain on the planet, they will at least live; on their ship, the virus will kill them. Chakotay and Janeway are placed into the stasis chambers to preserve their lives until the ship can take them back to the safety of the planet; this halts the effects of the disease, but cannot cure it.

The outer alloy of the chamber is extremely thick, helping to provide protection. The patient inside the unit is held within a vacuum, but the chamber does contain various ventilation ducts that allow outside air to flow in.



The chamber has a clear perspex hatch that allows the patient within to be visually monitored at all times. If a medical officer is not present, the hatch can be opened from the inside by the patient themselves.

As the chamber may need to function independently of a Starfleet medical team, it is provided with a remote control facility. This, as well as direct contact with the chamber controls, can bring the patient out of stasis.



The patients are woken by a simple alarm system. A four-part electronic signal serves as an insistent but gentle 'wake-up' call. Upon coming round, the patient may feel slightly disorientated, but soon gets their bearings.

The stasis chambers are not the ideal solution, but they do save lives. Such chambers prevent a patient's condition from degenerating further, allowing time to find a cure, or for the patient to be transferred to another facility.





'Journey's End'

Captain Picard has the unenviable task of relocating a group of Native American settlers from their colony in the newly-established Cardassian Demilitarized Zone. Meanwhile, a troubled Wesley Crusher is guided by an old acquaintance to discover a new path in his life.

CAPTAINS LOG
STARDATE: 47751.2

"The *ENTERPRISE* has arrived at STARBASE 310 for a meeting with Fleet Admiral Necheyev. This visit has also given us the opportunity to pick up a member of the family."

Cadet Wesley Crusher takes leave from **Starfleet Academy** to visit family and friends on the **U.S.S. Enterprise NCC-1701-D**. Soon after his arrival, he gets into an argument with his old friend, **Chief Engineer Geordi La Forge**, while **Dr. Beverly Crusher** learns that her son's Academy grades have dropped.

Captain Jean-Luc Picard meets with **Admiral Necheyev** aboard the *Enterprise*. Necheyev reports that after three years of negotiations, the **Federation** and the **Cardassians** have finally agreed a border treaty. A **Demilitarized Zone** has been established in which neither side will be permitted to set up military outposts, conduct fleet exercises, or place warships.

This agreement unfortunately places certain Federation colonies within Cardassian territory. Consequently, the *Enterprise's* next mission will be to relocate a group of Native Americans, who settled on the planet **Dorvan V** from Earth. The Dorvan settlers are to be removed – forcibly if necessary – from their homes and community, regardless of their wishes.

Picard expresses misgivings, and the admiral reminds him that the Native American colonists were warned that the Cardassians hotly disputed the Federation's right to Dorvan V; certain concessions had to be made for the sake of peace.

Sacred ground

The *Enterprise* travels to Dorvan V. Picard and **Counselor Deanna Troi** beam down for a meeting with the tribal council leader, **Anthwara**. Now that they have finally found a home, Anthwara's people do not want to be relocated to another planet; the tribe believes Dorvan V to be a place of great spiritual significance.

After the meeting is adjourned, Picard invites Anthwara and another settler, **Lakanta**, to an official dinner aboard the *Enterprise*. Lakanta breaks away in order to quietly approach Wesley Crusher in **Ten-Forward**. Two years ago, Lakanta entered into a vision quest and spoke to animals and spirits; Wesley also appeared to him in this dream. The man believes that Wesley may find the answers he seeks by undergoing a similar spiritual journey.

Lakanta takes Wesley to Dorvan V's

ON SCREEN...



1 Cadet Wesley Crusher takes a break from **Starfleet Academy** to visit his crewmates on the **U.S.S. ENTERPRISE**. He appears very sullen and withdrawn.



2 To make Necheyev feel welcome on his ship, Picard serves Earl Grey tea, watercress sandwiches, and the admiral's favorite Bularian canapés.



3 Picard remarks that this mission has certain "disturbing historical parallels" with the centuries-old displacement of Native Americans from their ancestral lands.



4 Wesley's behavior is out of character. He picks an argument with La Forge, and his mother learns from Admiral Brand that Wesley's Academy grades are falling.



5 Picard and Troi beam down to the Dorvan colony and meet with Anthwara, whose grandfather, Katowa, led the original colonists to the planet from Earth.



6 An ancestor of Picard, Javier Maribona Picard, killed many of Earth's Native Americans in 1680. Anthwara believes Picard was sent to "erase this stain of blood."



'Journey's End'

Habak, a sacred place of mystical enlightenment. Wesley begins his vision quest. He descends into a trance and is visited by his dead father, **Jack Crusher**. Jack tells his son that he should stop trying to emulate his parents and find his own path in life.

Still digesting this wisdom, Wesley emerges from the Habak to witness **Lt. Worf** beginning evacuation procedures. Wesley loudly urges the colonists not to abandon their homes.

When Picard hears of this incident, he calls Wesley into his ready room and tells him that his intervention has greatly complicated the situation. Wesley responds that he believes the Federation are in the wrong, but Picard insists that if Wesley wants to wear a **Starfleet** uniform, he must adhere to the conduct it demands.

Wesley tells Captain Picard something quite unexpected: he has decided to resign from the Academy. For months now, he has felt increasingly unsure about his future with Starfleet, and the vision quest has strengthened his conviction that he does not have to follow in his parents' footsteps.

Destiny

Wesley beams down to Dorvan V, just as the Cardassian forces arrive to speed up the evacuation. The settlers make it clear that they are not leaving. Some of them draw arms and take the Cardassians hostage, but they are no match for the highly trained Cardassian soldiers: Worf tries to intervene, but phaser fire still breaks out. As Wesley watches in horror, time is frozen around him.

Lakanta appears again and metamorphoses into the **Traveler**, a powerful being whom Wesley has encountered before. The Traveler explains that it was Wesley who pulled himself out of time, thereby taking the first step toward a new plane of existence. The Traveler admits that it was he who opened Wesley's mind to new levels of reality; he now offers to act as the young man's guide. Wesley asks what will happen to the Native Americans on Dorvan V, and the Traveler replies that they must find their own destiny. As he and Wesley depart, time – and the fighting – restart.

Picard contacts Cardassian **Commander Gul Evек** on his **Galor**-class warship, the **Vetar**, and asks him not to fire on the colonists, hoping to reach a compromise. Together with Anthwara, they arrive at a solution. The Native Americans freely relinquish their status as Federation citizens to live on Dorvan V under Cardassian juris-

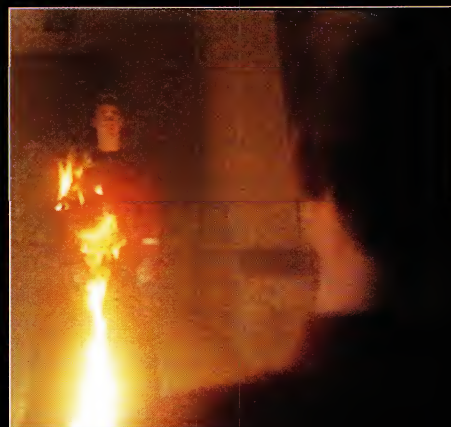
diction, with no recourse to help from Starfleet. Picard believes he and Necheyev will be able to convince **Starfleet Command** that this is an equitable solution; Evек is similarly sure the **Cardassian Central Command** can live with such a settlement. Wesley chooses to remain on Dorvan V.

He has decided to learn more from the Traveler, and the Native Americans, about the new world that has opened up to him, and to explore his new-found abilities to the full. He bids a tearful goodbye to his mother and Picard; from now on, his life will follow a different path.

ON SCREEN...



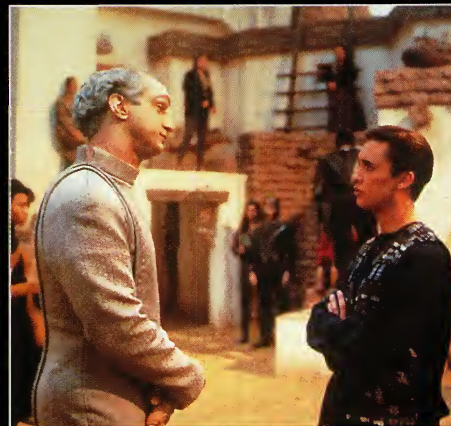
7 Upon entering the Habak, Wesley notices that the room is decorated with mansara dolls, representing Klingon, Vulcan, and Ferengi spirits.



8 In Wesley's vision quest, the image of Jack Crusher appears. He tells his son that his journey has ended; here, in the Habak, he will find the answers he seeks.



9 Once his vision quest has ended, Wesley leaves the Habak, and is angered to see that Worf has already begun the evacuation of the colony.



10 The Traveler appears to Wesley. He has been masquerading as the spirit guide Lakanta in order to help Wesley realize his full potential, and evolve to a higher level.



11 Evек reveals he lost two of his three sons in the war with the Federation; like Picard, he wishes to avoid more bloodshed. He agrees to withdraw his troops.



12 Wesley says a sad farewell to his mother and the captain as he prepares to leave the U.S.S. ENTERPRISE to begin a new life with the Traveler.

STARSHIP FACTS

A Picard learns of Necheyev's taste for Bularian canapes from her aide, Commander Wrightwell.

A The Dorvan colonists are descended from a group of Native Americans who left Earth in order to preserve their cultural identity.

'Rivals'

A strong wind of good fortune follows the arrival of a notorious El-Aurian conman on *Deep Space Nine*. Much to the chagrin of the station's Ferengi barkeep, he opens up a successful gambling establishment in direct competition to Quark's bar.

'RIVALS'

"Someone – or something – is changing the laws of probability on this station."

– Jadzia Dax

On the Promenade, Odo arrests an El-Aurian named Martus Mazur; an elderly Pythron couple have accused Martus of swindling them out of their savings. Odo places him in a holding cell, despite his protestations of innocence.

The cell is occupied by another humanoid, called Cos. He shows Martus an unusual gambling device that he claims has brought him nothing but bad luck. Cos plays the game again, and, for the first time, he wins. But the shock is too much for the ailing Cos, and he dies. Martus hides the game and calls Odo to the cell.

Odo has no choice but to release Martus when the charges against him are dropped. The El-Aurian heads straight to Quark's bar. Quark tries to purchase Mazur's gambling device, but Martus keeps on winning at the game and decides to keep it.

On a winning streak

Martus goes into business with a wealthy Bajoran widow named Roana. With Rom as another business partner, Martus opens his own gambling den and replicates larger versions of Cos's game; soon, Club Martus is packed with happy gamblers.

All of Martus's customers hit the jackpot on the gambling machines, but the novelty soon wears off, and business at Club Martus drops. Roana gives Martus 24 hours to pack his bags; his winning streak is over.

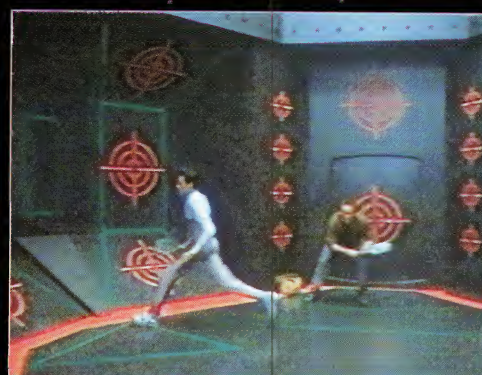
Other personnel of *Deep Space Nine* are affected by the recent rash of extreme fortune. Jadzia Dax suspects that the laws of statistical probability are being tampered with, and quickly locates the source of the problem: the gambling devices in Club Martus.

Commander Sisko and Dax destroy the machines with their phasers, and Odo re-arrests Martus. The Pythron couple decide to press charges after all. Quark is delighted to be rid of a rival who is as cunning and deceitful as he is – a stroke of good luck for the Ferengi.

ON SCREEN...



1 A charge is filed against Martus Mazur by an elderly Pythron couple. Odo brushes aside Mazur's protestations of innocence, and puts him in a holding cell.



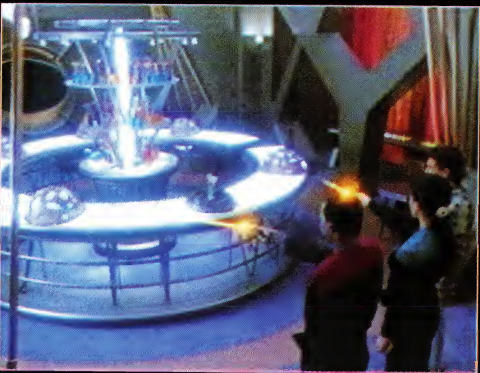
2 Chief Miles O'Brien has built a racquetball court on the station, and challenges Dr. Bashir to a game. Bashir soundly beats him, but O'Brien insists on a rematch.



3 Mazur shares his cell with fellow prisoner Cos, who introduces him to a strange gambling device. Cos wins when they play a round, but the surprise kills him.



4 His bar now empty, a desperate Quark stages a racquetball match between O'Brien and Bashir, and promises to give his profits to Bajoran orphans.



5 Dax suspects foul play when she learns O'Brien's luck at racquetball has turned around. The gambling machines are affecting probability, and must be destroyed.



6 Once Odo arrests Mazur, things begin to return to normal on the station. Now that Quark's rival has gone, his own good fortune returns.

STARSHIP FACTS

The El-Aurians are known as a race of listeners. Soran and Guinan, bartender of the *U.S.S. Enterprise NCC-1701-D*, are members of this race.

'The Alternate'

The Bajoran scientist Dr. Mora Pol — the surrogate father of *Deep Space Nine's* Odo — has discovered another organic, shapeshifting substance on a volcanic planet. But it may now have mutated into a violent monster that is terrorizing the station.

'THE ALTERNATE'

"One of the Bajoran science probes recently scanned a planet about six light years from the wormhole. It picked up ... DNA patterns very much like my own. Dr. Mora thinks he may have discovered the origin of my people."

— Odo to Sisko

Dr. Mora Pol, the Bajoran scientist who studied Odo after his discovery near the Bajoran wormhole, pays a visit to *Deep Space Nine*. Mora reports that a shapeshifting substance has been found on the planet L-S VI. Odo, Mora, Jadzia Dax, and Bajoran scientist Dr. Weld Ram travel to L-S VI. Within a ruined city, they discover small cubes of living matter.

The planet is suddenly rocked by seismic activity; a lethal gas erupts, and the party transports away. Mora and Weld are badly affected by the gas, but Dax's Trill constitution allows her to recover swiftly, and Odo appears to be unaffected.

Once back on *Deep Space Nine*, the substance is placed within a forcefield in the science lab. Later that night, the lab is found wrecked, and the substance is gone. Chief O'Brien locates traces of genetic material in one of the air ducts, and a strand of matter is found in an access corridor. It seems that the creature could not survive in an atmosphere with low levels of carbon dioxide.

Mutant terror

Later, in the infirmary, Dr. Bashir is attacked by a tendril of genetic material. He fights it off, and it creeps into another duct. Mora theorizes that the material has mutated; an analysis of a DNA chain from the substance reveals it is almost identical to Odo's genetic structure. Mora believes the volcanic gas did affect Odo, and the Changeling is unconsciously mutating into a violent being during his regeneration cycle.

O'Brien lays a trail of energy crumbs to coax the creature into a trap. The tendril grows larger as it advances toward Mora, who is the bait. He ducks out of the way, and the creature is caught, slowly reverting back to Odo's recognizable form. Bashir erases all trace of the gas from Odo's cellular structure, and Mora bids goodbye to his surrogate son. He hopes to see Odo again.

ON SCREEN...



1 Odo's 'surrogate father,' Dr. Mora, pays him a surprise visit. He has important news: a Bajoran probe has found evidence of another shapeshifting substance.



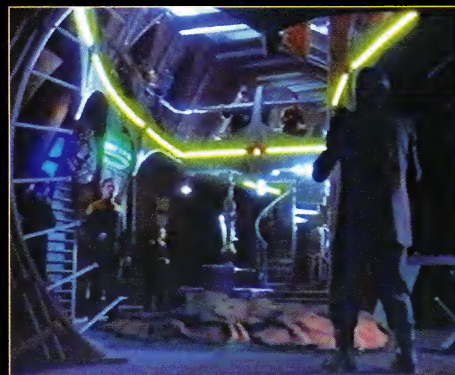
2 The away mission is successful, but a gas erupts on the planet L-S VI and nearly chokes the landing party. Odo manages to activate the transporter.



3 Chief O'Brien places a protective forcefield around the recovered organic material. His readings indicate the structure of the matter is constantly changing.



4 Later that night, Major Kira calls Odo to the science lab. It has been wrecked, and the shapeshifting substance is missing. A search of the station is organized.



5 Mora acts as bait for the entity. He positions himself in front of a powerful forcefield, and O'Brien lays a trail of energy crumbs to attract the creature to the area.



6 The gas on the planet affected Odo in some way; once the 'creature' is caught it metamorphoses back into the more recognizable form of the constable.

STARSHIP FACTS

It is Ferengi tradition to sell the bodies of the deceased. Quark attempts to sell Constable Odo a piece of Dr. Pegg, creator of the holosuite; unknown to Quark, Pegg is still alive.

continued

Idini Star Cluster

En route to **Mordan IV** from **Persephone V** in 2364, **Admiral Mark Jameson** was allowed to take the conn as the **U.S.S. Enterprise NCC-1701-D** passed this star cluster. (*Starship Log*: 'Too Short a Season' [TNG]) **SEE FILES 43, 69**

Idran

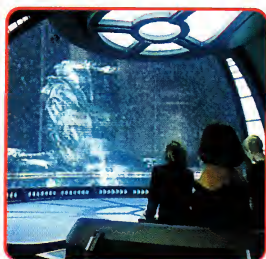
Ternary star and its allied system. It is the nearest such system to the **Bajoran wormhole's Gamma Quadrant** extremity. (*Starship Log*: 'Battle Lines' [DS9]) **SEE FILES 3, 70**

Idran hybrid

This botanical organism requires only a modicum of irrigation. It was developed through horticultural crossbreeding, and is often used as an ornamental house plant. **Keiko O'Brien** once had several Idran hybrids. (*Starship Log*: 'The Assignment' [DS9]) **SEE FILES 7, 43, 70**

Idrin

This member of the **Hirogen** detected the **U.S.S. Voyager's** use of a sensor relay network claimed by his race, and threatened retaliatory action. When he resisted all efforts at diplomacy, **Seven of Nine** generated a feedback surge to temporarily disable him. (*Starship Log*: 'Message In A Bottle' [VOY]) **SEE FILES 18, 71**



Idrin did not care that the relay stations would allow the U.S.S. VOYAGER to send a message home.

'If I Only Had A Heart'

Title of an Earth song with music by **Harold Arlen** and lyrics by **E.Y. Harburg**. As **Dr. Ira Graves** told **Data**, the song is about a mechanical man yearning to be human. (*Starship Log*: 'The Schizoid Man' [TNG]) **SEE FILES 44, 55, 69**

Igel, DaiMon

Petitioner to memory-impaired **Grand Nagus Zek** in 2373. Igel wanted to know if he should sell his **duranium** futures on the open market or the **Ferengi Futures Exchange**, but this simple query baffled the aging Zek. (*Starship Log*: 'Ferengi Love Songs' [DS9]) **SEE FILES 51, 70**

Igo Sector

In 2369, the **U.S.S. Yosemite NCC-19002** was badly damaged in this area when a sample container of the plasma streamer between a binary star pair unexpectedly exploded while aboard the ship. (*Starship Log*: 'Realm of Fear' [TNG]) **SEE FILES 3, 31, 69**

iguana

A large reptile from Earth. Using the incredible powers bestowed upon him by the **Thasians**, the noncorporeal species that raised him, a frustrated **Charles Evans** turned **Tina Lavton** into an iguana in 2266. **Data's** cat, **Spot**, devolved into an iguana in 2370 after contracting **Barclay's Protomorphosis Syndrome**. (*Starship Log*: 'Charlie X' [TOS]; 'Genesis' [TNG]) **SEE FILES 43, 68, 69**



The wrestling matches used to train the Jem'Hadar are usually fought to the death, but Ikat'ika could not bring himself to kill Worf.

ih'tanu

This traditional **Bajoran** ceremony, performed when a girl turns 14, is a joyous occasion for the entire family. **Sisko** agreed to give his blessing as **Emissary** to **Onara's** daughter at her ih'tanu in 2372. (*Starship Log*: 'Accession' [DS9]) **SEE FILES 10, 43, 70**

Ih'valla

One of the ancient **D'jarra**, or castes, in **Bajoran** society; members traditionally followed occupations as artists. **Kira Nerys** is an Ih'valla. (*Starship Log*: 'Accession' [DS9]) **SEE FILES 10, 47, 70**

Ihat

The name of one of five behavioral nodes, or characters, created by the **D'Arsay archive** for the reenactment of the mythological **D'Arsay** struggle. (*Starship Log*: 'Masks' [TNG]) **SEE FILES 18, 69**

Ijarna

Resident of **Deep Space Nine**. He and his wife shared a combative yet publicly libidinous relationship that occasionally warranted citations from **Odo**. (*Starship Log*: 'Crossfire' [DS9]) **SEE FILE 70**

Ikalian asteroid belt

This asteroid belt contains sensor-obscuring actinides, and was a hiding place for **Kriosian** freedom fighters hoping to break from the **Klingon Empire**. In 2367, two freighters passing near the belt were attacked by rebels. (*Starship Log*: 'The Mind's Eye' [TNG]) **SEE FILES 3, 11, 18, 69**

Ikat'ika

This **Jem'Hadar** officer at **Dominion Internment Camp 371** was put to death by his **Vorta** superior for failing to slay **Worf** in a wrestling match. He believed the Klingon had conducted himself with too much honor to warrant death. (*Starship Log*: 'By Inferno's Light' [DS9]) **SEE FILES 16, 70**

I.K.S.

Abbreviation for **Imperial Klingon Ship**. **I.K.S.** is the prefix before a Klingon vessel's name, similar to the **U.S.S.** that precedes **Federation** starship names. (*Starship Log*: 'Way of the Warrior' [DS9]) **SEE FILES 34, 70**



The Ilari race were encountered by the U.S.S. VOYAGER in 2373.

Ilari

Delta Quadrant race, and their eponymous planet. Their society is based on biotechnology. (*Starship Log*: 'Warlord' [VOY]) **SEE FILES 18, 71**

Idini Star Cluster

Idran

Idran hybrid

Idrin

'If I Only Had A Heart'

Igel, DaiMon

Igo Sector

iguana

ih'tanu

ih'valla

Ihat

Ijarna

Ikalian asteroid belt

Ikat'ika

I.K.S.

Ilari

Ilari Autarch

Ilari representative

Ilari cheker

Ilecom system

Ilia

Ilidaria system

Ilidarians

Ilidaria

illum 629

Iloja of Prim

Ilvia

Ilvian katterpod

Ilvian Proclamation

imager

imaging logs

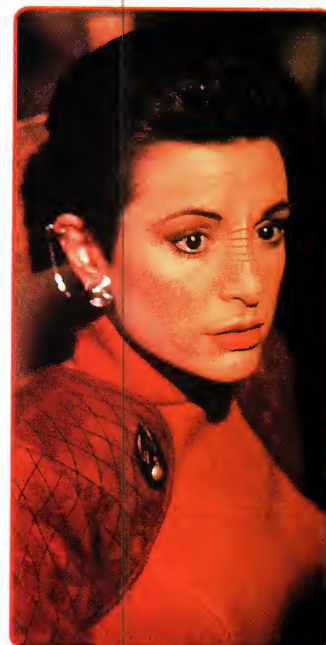
imaging matrix

imaging scanner

imaging device

Immamura, Lieutenant

Immelmann turn



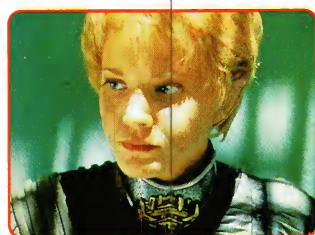
Kira Nerys is a member of the Ih'valla D'jarra. In Bajor's past, this would have limited her career options to artisan trades.





Ilari Autarch Supreme leader of the **Ilari**. The position is inherited, but can be overthrown, as happened to **Tieran**. Tieran later failed to usurp the reign for himself, and the title was conferred on **Demmas**. (Starship Log: 'Warlord' [VOY]) **SEE FILES 18, 43, 71**

Ilari representative Diplomatic official of the Ilari people. He was killed aboard **U.S.S. Voyager** by the **Kes**-hosted **Tieran** in 2373. (Starship Log: 'Warlord' [VOY]) **SEE FILES 18, 71**



Ilari choker Symbolic badge of office for the **Ilari Autarch**, worn around the neck. (Starship Log: 'Warlord' [VOY]) **SEE FILES 18, 71**

▶ **Tieran continued to wear a necklace symbolizing his office while inhabiting the body of the Ocampan female Kes.**

Ilecom system This area of the **Alpha Quadrant** was one of many places to report time disturbances triggered by **Dr. Paul Manheim's** experiments with non-linear time at **Vandor IV**. (Starship Log: 'We'll Always Have Paris' [TNG]) **SEE FILES 3, 44, 69**

Ilia Female **Deltan** who served in **Starfleet**. She was reunited with paramour **Willard Decker** when she became navigator aboard the **U.S.S. Enterprise NCC-1701** in 2271, but died as a result of a **V'Ger** scan. V'Ger then created a replica of Ilia as an emissary to the crew. (Starship Log: *Star Trek The Motion Picture*) **SEE FILES 43, 72**

Illidaria system This planetary system was some three light years from **U.S.S. Voyager's** location when the ship encountered a parallel version of itself in a quantum singularity in 2371. (Starship Log: 'Parallax' [VOY]) **SEE FILE 71**

Illidarians Intelligent race on **Illidaria**. **Tuvok** and **Chakotay** were returning from a trade mission to their civilization in 2371, when they were hit by a mysterious energy discharge. (Starship Log: 'Cathexis' [VOY]) **SEE FILES 3, 71**

Illidaria This **Delta Quadrant** celestial body is the homeworld of the **Illidarians**. (Starship Log: 'Cathexis' [VOY]) **SEE FILES 3, 71**

illium 629 Illium 629 is created in nature when **dilithium** decays. A mineral surveyor uses positive illium 629 readings to locate potential **dilithium** deposits, but additional tests are needed to verify the deposit. (Starship Log: 'Pen Pals' [TNG]) **SEE FILES 19, 69**

Iloja of Prim Temperamental serialist poet from the First Republic era of **Cardassian** history. **Tobin Dax** met the writer during his exile on **Vulcan**, a fact which impressed Cardassian scientists **Ulani** and **Gilora** when **Jadzia Dax** related it. (Starship Log: 'Destiny' [DS9]) **SEE FILES 13, 43, 50, 70**

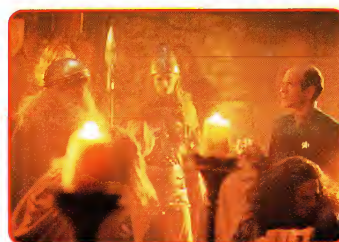
Ilvia This **Bajoran** city is known for its culture and high crime rate. The city is home to a prestigious state museum, to which a valuable iconic painting of **B'hala** was shipped, via **Deep Space Nine**. The city also exists on the **Bajor** of the **mirror universe**; that dimension's **Antos Bareil** first saw his adored **Lisea** here, and stole her money sack. (Starship Log: 'Rapture' [DS9]) **SEE FILES 10, 70**

Ilvian katterpod This agricultural product was one of the subjects **Bareil** facetiously suggested that he and **Kira Nerys** discuss instead of their philosophical differences. (Starship Log: 'Shadowplay' [DS9]) **SEE FILES 47, 70**

Ilvian Proclamation This **Bajoran** edict named all native citizens who served in, or collaborated with, the **Cardassian occupational government**, and sentenced them to permanent exile. **Kubus Oak** was one of the names on the list. (Starship Log: 'The Collaborator' [DS9]) **SEE FILES 10, 70**

imager Generic name, along with imaging device, for any of several devices that capture pictures or other images. It performs similar functions to a 20th-century camera or optical scanner. (Starship Log: 'Necessary Evil' [DS9]) **SEE FILE 70**

imaging logs Automatically-created list describing images collected by devices such as telescopes or other image-capturing systems. When the **Argus Array** malfunctioned, its logs were used by the **U.S.S. Enterprise NCC-1701-D** to help determine the fault. (Starship Log: 'Parallels' [TNG]) **SEE FILES 32, 69**



imaging matrix This component of 24th-century **holodeck** technology functions as an input-output encoder-decoder. Most systems employ primary and auxiliary matrices. (Starship Log: 'Heroes and Demons' [VOY]) **SEE FILES 59, 71**

▶ **The imaging matrix in systems such as the U.S.S. VOYAGER's holodeck allows complex fantasy scenarios to be created.**

imaging scanner Four imaging scanners are installed in a **transporter**, each creating a molecular-resolution level record of an item being transported. All four scanned images are used during rematerialization to assure accuracy. (Starship Log: 'Realm of Fear' [TNG]) **SEE FILES 59, 69**

imaging device **SEE imager**

Immamura, Lieutenant As a member of landing party number two, under **Lt. Commander Kelowitz**, Immamura helped search for the **Shuttlecraft Galileo** on **Taurus II** in 2267. He was injured by the planet's indigenous humanoids, suffering a dislocated shoulder and severe lacerations. (Starship Log: 'The Galileo Seven' [TOS]) **SEE FILES 20, 68**

Immelmann turn This tricky and dangerous spacecraft flight trajectory, named for 20th-century pilot Max Immelmann, involves a steep climb and turn, and is designed to showcase the skill of the pilot. **Starfleet Academy's Nova Squadron** often perform this maneuver. (Starship Log: 'The First Duty' [TNG]) **SEE FILES 19, 43, 69**

▶ **The Kolvoord Starburst maneuver is considerably more dangerous than an Immelmann turn.**

